

GAME BOY ADVANCE

AGB-ASPE-USA

NICKELODEON
SpongeBob
squarepants

SUPERSPONGE



SHADY
SHOALS
REST HOME

INSTRUCTION BOOKLET

THQ

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

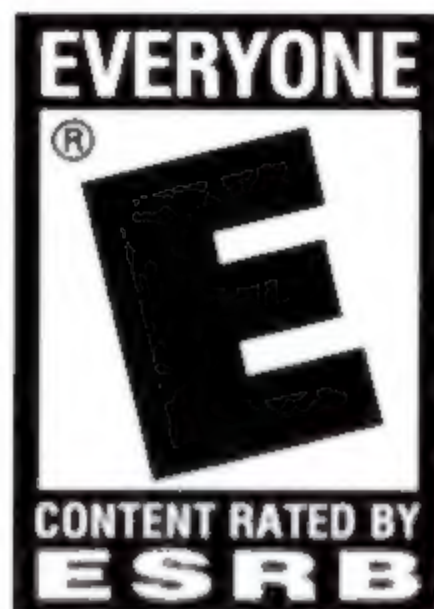
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

LICENSED BY



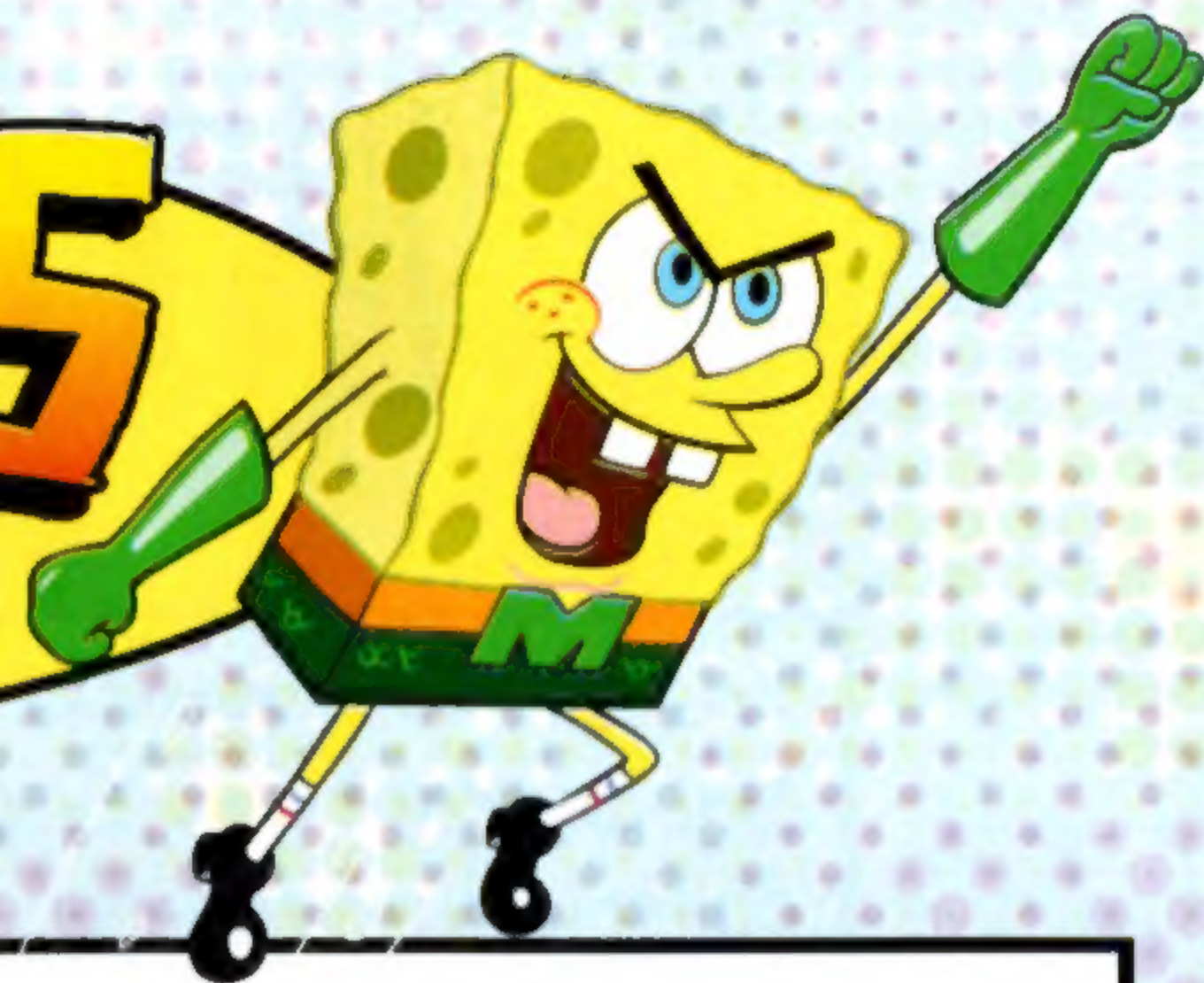
NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

CONTENTS



GETTING STARTED	2
CONTROLS	3
INTRODUCTION	5
MAIN MENU	6
GAMEPLAY SCREEN	7
ENTER A PASSWORD	8
LEVELS	9

ITEMS	14
PICK-UPS AND POWER-UPS	16
OPTIONS	19
NOTES	24
GAME CREDITS	25
LIMITED WARRANTY	26

GETTING STARTED

Insert the **SpongeBob SquarePants™: SuperSponge** cartridge into your **Game Boy® Advance** system and turn the power on. Once the game has booted up, press **START** to bring you to the main menu. From there you can start a new game, continue, or configure the game via the **Options Menu**. Make sure that the power is off on your **Game Boy® Advance** system before inserting or removing the **Game Pak**.



CONTROLS



Control Pad ← / →

Control Pad ↑ / ↓

A Button

B Button

B Button

START

L Button

R Button

Move SpongeBob

Look Up / Look Down

Jump / Select Menu Item

Karate Chop / Use the equipped item / Return to previous screen

Launch Jellyfish

Pause game

Press this button to view SpongeBob's status (health, item and number of uses available, number of lives, number of spatulas).

Suck up shells with the Coral blower. Blow bubbles with the Bubble Wand. Capture Jellyfish with the Jellyfishing Net.

SpongeBob Tip



SPONGEBOB HAS ONE OTHER MOVE IN HIS SQUAREPANTS - THE BUTT BOUNCE. USE IT TO SQUASH THOSE WHO STAND IN YOUR WAY.

PRESS THE A BUTTON TO START A JUMP, THEN WHILE YOU'RE IN MID-AIR, TAP THE A BUTTON AGAIN. SPLAT!!! ANY BADDIE BENEATH SPONGEBOB IS NOW HISTORY. USE THE CONTROL PAD TO STEER SPONGEBOB LEFT OR RIGHT WHILE HE'S IN THE AIR.

INTRODUCTION

Welcome to Bikini Bottom! SpongeBob is ready for another nautical adventure and he'll need your help. You see it's Patrick Star's birthday and SpongeBob would like to get his best friend the best birthday present ever - autographs from their favorite superheroes. That's right, autographs from Mermaid Man and Barnacle Boy!

But Mermaid Man and Barnacle Boy are just looking for some much-needed rest - they've just completed a long morning patrol at Shady Shoals Rest Home. So when SpongeBob arrives to ask them for

their autographs, they send him away on increasingly difficult challenges. If you can help SpongeBob complete each quest, you'll win the ultimate prize - superhero autographs for Patrick Star!



MAIN MENU

Press START from the Title Screen to bring up the Main Menu. Here you can perform the following actions:

START A NEW GAME - Begin a new adventure on Bikini Bottom in search of the perfect birthday present for Patrick Star.

CREDITS - See who worked on this exciting SpongeBob SquarePants game.

OPTIONS - Customize the game. Adjust the sound effects and music volume or change the controller options.

ENTER A PASSWORD - See page 8 for more information.

GAMEPLAY SCREEN



The item or power-up and the number of uses available to SpongeBob

The number of tries available to SpongeBob

The number of spatulas SpongeBob currently has collected

Health

ENTER A PASSWORD

At the beginning of each level you will be given a four-digit password. Write it down and enter it via this screen to pick up where you left off. While playing the game you can view your latest password by pressing START.



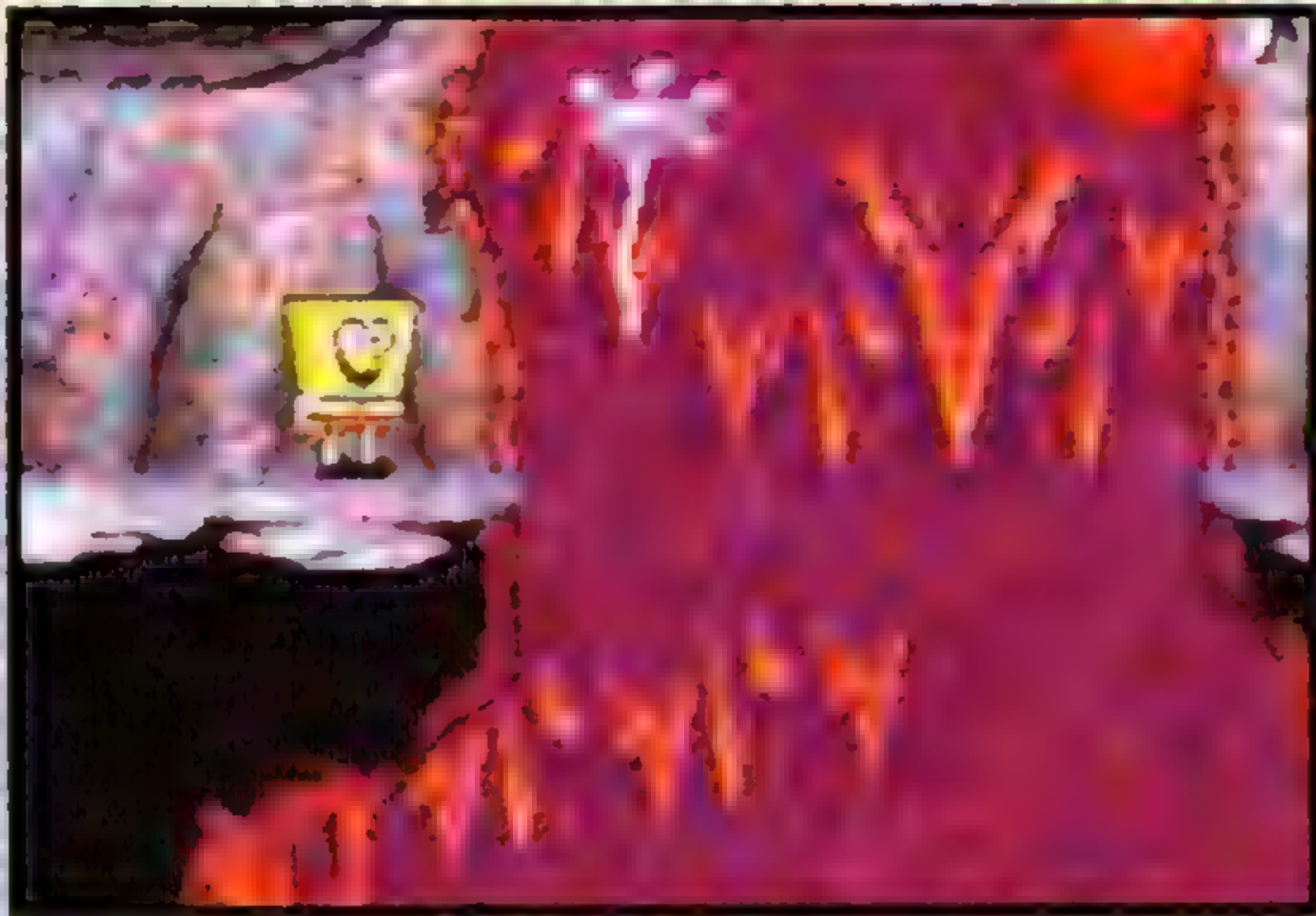
LEVELS

CHAPTER 1: BIKINI BOTTOM

Mermaid Man and Barnacle Boy have come up with their first challenge for SpongeBob! They want the ultimate sandwich to satisfy their hunger after a long day of patrolling Shady Shoals Rest Home. So it's up to SpongeBob to find the ultimate ingredients: bread, lettuce, Sea Nut Butter and Jellyfish Jelly. Visit Jellyfish Fields, Sandy's Tree Dome, Fish Hooks Park and Downtown Bikini Bottom as SpongeBob tries to complete the tasks. Watch out for the



big boss, the Mother Jellyfish. This massive creature just wants to protect her young, so be careful - those electricity bolts can be a real shocker!



CHAPTER 2: TO THE CENTER OF THE EARTH

With their meal complete, Mermaid Man and Barnacle Boy have requested some beauty products. In this adventure, SpongeBob will have to travel through the Cavernous Canyons, Thermal Tunnels, Acrid Air Pockets and the Lava Fields to collect items like Kelp Cream, a loofah sponge, a mud pack and false teeth. At the end of the chapter, SpongeBob will have to defeat The Robotic Sub-Shark, one of Plankton's inventions gone haywire. It waits for you in the depths of the Lava Fields.



CHAPTER 3: BIKINI BOTTOM PREHISTORIC TIMES

In this adventure, SpongeBob will use Plankton's time machine to go back into Prehistoric Bikini Bottom looking for new uniforms for Mermaid Man and Barnacle Boy. Search through the Precipice Canyon, Desert Wasteland, Kelpazoic Jungle and Inside the Whale to obtain a Clam Bra, Shell Slippers, a Starfish Mask and a pair of Superhero Pants. Be wary! Inside the Whale, SpongeBob must battle a parasitic worm! Yuck!!!



CHAPTER 4: ROCK BOTTOM

Barnacle Boy wants his favorite snack, a Kelp Bar. The only problem is, there's only one place to find this rare treat - the shady outskirts of Rock Bottom. SpongeBob will need to adventure down The Road to the Bottom of Rock Bottom, Lonely Souls, The Graveyard and The Last Stop while trying to find the elusive snack. Will he ever find one? The boss in this chapter is none other than the infamous Flying Dutchman who has been scaring the residents of Bikini Bottom for years. What a sponge won't do for his favorite superhero!



CHAPTER 5: INDUSTRIAL

SpongeBob finally returns only to find out that the Shady Shoals TV has broken. If SpongeBob doesn't fix it fast, Mermaid Man will miss his favorite cartoon. Guide SpongeBob through Jellyfish Fields, Man Ray's Lair, the Oil Rig and the Canning Factory while obtaining items such as a monkey wrench, a TV antenna, a hammer and an oil can. The boss in this chapter is the Iron Dogfish, a creature that no one really knows anything about. Good luck SpongeBob!

ITEMS



BALLOON

Sometimes there are items just out of SpongeBob's reach with a normal jump. Balloons will give SpongeBob the added boost to jump higher and remain in the air longer.



BUBBLE WAND

SpongeBob uses this to blow bubbles. Press the R Button to blow a bubble.



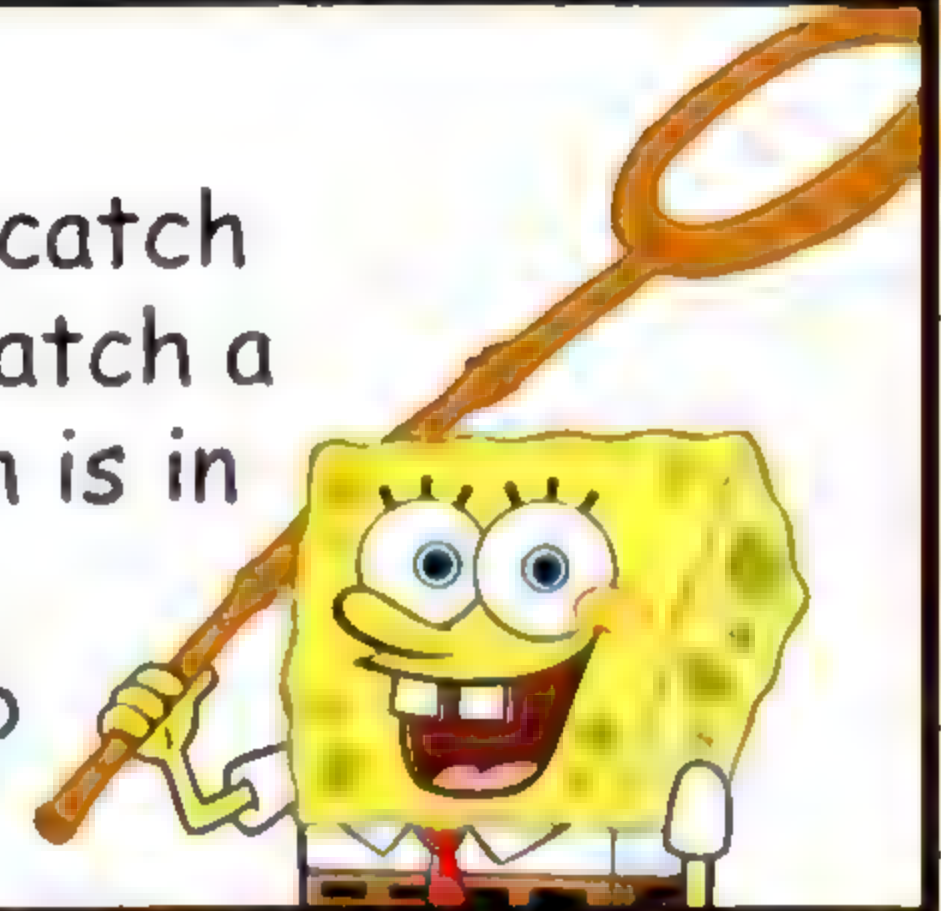
JELLYFISH LAUNCHER

The Jellyfish Launcher is a more powerful version of the Jellyfishing Net. Press the B Button to launch jellyfish from the Launcher at the enemy.



JELLYFISHING NET

The Jellyfishing Net allows SpongeBob to catch jellyfish and toss them at the enemy. To catch a jellyfish, press the R Button - if a jellyfish is in range, the net will capture it. Press the B Button to throw the jellyfish at the enemy. SpongeBob can hold up to ten jellyfish in his net at one time.



CORAL BLOWER

The Coral Blower is similar to the Jellyfishing Net. It allows SpongeBob to suck up seashells and coral and launch them at the enemy. Press and hold the R Button to turn on the Coral Blower. If any seashells are within a short distance of SpongeBob they will be sucked in. Let go of the R Button to release the coral.

PICK-UPS AND POWER-UPS



PATTY BURGERS

Restores SpongeBob to full health.



SALTY FRIES

Restores 25% of SpongeBob's health.



UNDERPANTS

Make sure you pick up this item when you see it, it gives SpongeBob an extra life!



SALTY SHAKES

Restores 50% of SpongeBob's health.



GOLDEN SPATULAS

Collecting 50 spatulas will reward the player with an extra life.

QUEST ITEMS

These sparkly items are located at the end of each level. Collect them to complete the level and move on.



BUBBLE MIXTURE / JELLYFISH JAM

In order to use the Jellyfish Launcher and the Bubble Wand, SpongeBob needs supplies. Grab these pickups to keep the action going.



SpongeBob Tip



COLLECTING 50 SPATULAS WILL AWARD
SPONGEBOB WITH AN EXTRA LIFE.
(SEE PAGE 17.)

OPTIONS

From the Options Menu, you can customize the game. Change what the buttons do on the controller or adjust the sound effects and music volume.





7 Activity Books In Stores Now!

PLUS

3-D Jellyfishing Glasses
& Activity Book



Write-on, Wipe-off
Message Board



Bendable SpongeBob
Activity Pad



© 2001 VIACOM INTERNATIONAL INC. All Rights Reserved. SPONGEBOB SQUAREPANTS, NICKELODEON and all related titles, logos and characters are trademarks of Viacom International Inc.

© 2001 Golden Books® Publishing Company Inc. GOLDEN BOOKS®, G DESIGN® and the distinctive gold spine are trademarks of Golden Books Publishing Company, Inc.



SpongeBob
squarepants



HELP OTTO
SAVE
OCEAN SHORES!

**ROCKET
POWER**

**Dream
Scheme**

GAME BOY ADVANCE

© 2001 THQ Inc. © 2001 Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Rocket Power, and all related titles, logos and characters are trademarks of Viacom International Inc. Created by Klasky Csupo, Inc. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. TM, © and Game Boy Advance are trademarks of Nintendo.

THQ

www.thq.com



ONLY FOR
GAME BOY ADVANCE

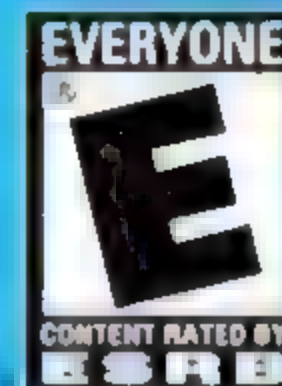


Join the
Rugrats
for Magical
Mischief!

© 2001 Viacom International Inc. All Rights Reserved. Nickelodeon, Rugrats, and all related titles, logos and characters are trademarks of Viacom International Inc. Created by Arlene Klasky, Gabor Csupo and Paul Germain. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved TM, ® and Game Boy Advance are trademarks of Nintendo



www.thq.com



Travel the globe
to save Darwin!

ONLY
FOR

GAME BOY ADVANCE

THE
WILD
Thornberrys

Chomp Chase

EVERYONE
E
CONTENT RATED BY
ESRB

THQ

THQ

EVERYONE
E
CONTENT RATED BY
ESRB

© 2001 Acorn International, Inc.
All rights reserved.
THQ, the THQ logo, and the THQ logo are trademarks of THQ Inc.

THQ, the THQ logo, and the THQ logo are trademarks of THQ Inc.

NOTES

GAME CREDITS

THQ

Producer
Petro Piasecky

Group Product Manager
John Ardell

Assistant Producer
Ryan Camu

Director, Creative Services
Howard Liebeskind

Executive Producer
Carolina Beroza

Associate Creative Services Manager
Melissa Roth

VP of Product Development
Michael Rubinelli

Packaging/Manual Design
Chad Stroven – Beeline Group

QA Manager
Jeremy Barnes

Manual Writer
Keith M. Kolmos

Lead Tester
Arturo Hernandez

Special Thanks to:
Brian Farrell, Jeffery Lapin,
Alison Locke, Germaine Gioia,
Peter Dille, Tiffany Ternan,
Steve Hillenburg, Eric Coleman

Testers
Jeremy Kilichowski
Nickolas Gardner

Product Manager
Danielle Conte

Associate Product Manager
Ed Lin

Nickelodeon Interactive

V.P. of Interactive Product
and Book Publishing
Stephen Youngwood

**Developed by Climax
Interactive Ltd.**

Director of Marketing and
New Business Development
Sherice Guillory

Producer
Dominic Wood

Director of Development and
Production
Aly Sylvester

Lead Design
Derek Poon

Project Coordinator
Erika "E" Ortiz

Programming
Rob Brooks
Mark Gordon
Dan Leslie

Marketing Coordinator
Erica David

Art
Jon Green
Steve Green
Phil Williams

Nick Interactive would like to thank:
Deb Bart, Tim Blankley, Leigh Anne Brodsky, Jennifer Davis,
Manny Galan, Russell Hicks, Deb Krassner, George Lentino,
Kate Clow, Eric Squires, Geoff Todebush, Stavitt Young

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **32075**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

**THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301**

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

ONLY
FOR

GAME BOY ADVANCE

JIMMY NEUTRON

BOY GENIUS



BLAST OFF!



THQ INC.
27001 AGOURA RD., SUITE 270
CALABASAS HILLS, CA 91301



www.thq.com

Instruction Booklet © 2001 THQ Inc. © Paramount Pictures and Viacom International Inc. All rights reserved. Nickelodeon, Jimmy Neutron Boy Genius, SpongeBob SquarePants and all related titles, logos and characters are trademarks of Viacom International Inc. SpongeBob SquarePants created by Stephen Hillenburg. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. TM, ® and Game Boy Advance are trademarks of Nintendo.

PRINTED IN JAPAN